

## **Let's Go Out Tonight**

By Orion Cooper

Each player plays a teenager as part of a group of friends who go out on the town before college starts in fall. Write down your teen's name on a 3'x5' card and some keywords that describe parts of your identity, and take 3 tokens from the communal pile.

Decide who will be the driver. The driver describes the first scene with input from the other players, answering questions like where did they go, what is fun here, etc. The driver can then narrate one action: **call someone out**, **describe a micro aggression**, or **hug a friend**. Choose someone else to be driver.

**Call someone out:** select an aggressor, a victim and one of their keywords. Both players discard a token.

**Describe a micro aggression:** select one of your keywords. Discard a token.

**Hug a friend:** select a player and a keyword that was attacked. Give them a token.

When each player has been the driver, the game is over. Each player then may hug a friend. If you were called out and you learned going forward, retrieve a token. If you have no tokens, your character sits out the next session. If you sit out, get one token.